

Donna Orr
Division 3 Candidate



For four years I have served as your LSR Treasurer and consistently worked for our membership. And for the past two years I have served as your Division 3 director, doing the same thing, working for our membership. During this term I have worked to implement activities that are of interest to our membership, including our mentor-ship program. Currently I am actively recruiting more members and organizing our 2019 convention. And most of all continuing to support our Division in the region.

I have enjoyed model railroading since my father introduced me to the hobby. I do like magical and whimsy, (Lionel & American flyer) as I call them. Since these were the first trains that my father gave me, but I still work on my N scale, Z scale and G scale layouts. I just gave my HO layout, trains, buildings etc to my cousin, since its time he started his own layout. My next magical and whimsy is a Harry Potter layout that I am designing, Hogwarts and all.

I am actively seeking your support again for Division 3 Director and will continue to work for our membership, with issues that are of interest to all of us.

For those of you that do not know my background, here is some information: After graduating from college I went to work for AT&T. After taking an early out (after 22 years), I worked for Oracle, worked in startups, owned my own business, and organized and started several 501c3 organizations. I received a Bachelor of Science degree in Mathematics/Natural Sciences from Indiana University of Pennsylvania. And received my master's degree, in the same, from SMU (Southern Methodist University).

Things that I am involved in along with model trains are: rescuing animals (as a cruelty investigator), sports, wing making (small private vineyard) aquaponics, extreme

decorating for the holidays (as in large lighting displays with 50,000 + lights synchronized to music) . I love sci-FY, star trek and star wars.

So after all of that, I would really like your vote for Division Director.